STRAND 1 (Issues)

* Globalization- The technology industry has grown rapidly and consumers feel compelled to have the latest gadgets that they have to offer.
* Digital citizenship – 80% of e-waste goes out with general trash, and is not recycled in an environmentally friendly way.
* Policies – Half of the U.S. have created some sort of e-waste recycling law.
* People and machines – the e-waste is exposing humans to a hazardous environment.

STRAND 2 (AOI)

* **Business and employment** – manufacturers of the hardware
* **Education – solution: to teach students about e-waste**
* **Health – the toxins released for e-waste are harmful to our health**
* **Home and leisure – since globalization with new technology, many people use them for entertainment**
* **Science and the environment – e-waste is affecting the environment in a negative way**
* **Politics and government – most U.S. states have created a law about recycling old electronics**

STRAND 3 (IT systems)

* **Hardware – all the e-waste is hardware**
* Personal and public communications – most of the hardware that e-waste is applied to, is used for communication in some form.

STAKEHOLDERS

* Citizens
* Manufacturers
* Recycling company